

First Mountain Gallery  
144 West 14th Street, 2nd floor  
Tuesday - Friday, 10:30am - 6:30pm  
Saturday 12pm - 5pm

Artists Space  
35 Greene Street, 3rd floor  
Tuesday - Saturday 11am - 6pm

97 Kenmare Street  
Tuesday - Saturday 11am - 6pm

Storefront for Art and Architecture  
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#### Board of Directors

Belmont Freeman, President  
Linda Pollak  
Peter Guggenheim  
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#### Staff

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Chris Dierks  
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#### Interns and Volunteers

Kate Abernathy, Anne Marie  
Armstrong, Lucy Brink, Neta Eilat,  
Georgia Hill, Naomi Khar,  
Christine Lau, Rya Marab,  
Claudia Martinho, Sven Peters,  
Dayoung Shin

#### Gallery Hours

Tuesday - Saturday  
11am - 6pm

#### Please note that Storefront will be closed from November 27 - November 30, 2003 and December 21, 2003 - January 10, 2004.

#### Directions

Storefront is located at 97  
Kenmare Street between Mulberry  
Street and Cleveland Place,  
near Lafayette Street,  
outbound 6 Train to Spring Street.  
N/R to Prince Street

#### Founded in 1982, Storefront for Art and Architecture is a nonprofit organization committed to the advancement of innovative positions in architecture, art and design.

Storefront for Art and Architecture  
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info@storefrontnyc.org  
www.storefrontnyc.org

SUPERSTUDIO WISHES YOU A YEAR OF WISDOM AND PEACE



SUPERSTUDIO VI AUGURA UN ANNO DI SAGGEZZA E DI PACE

STOREFRONT FOR ART AND ARCHITECTURE



Superstudio, 1982 Architecture, 1970

# SUPERSTUDIO Dodici Città Ideali / Twelve Ideal Cities

Storefront for Art and Architecture  
November 21, 2003 - January 31, 2004



Superstudio, Twelfth City, City of the Book, 1971

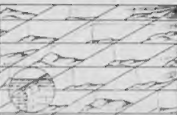
## PREMONIZIONI DELLA PARUSIA URBANISTICA

Ecco le visioni di dodici Città Ideali, traguardo supremo di ventimila anni di sangue, sudore, e lacrime dell'umanità; porto definitivo dell'Uomo che possiede la Verità, finalmente privo delle contraddizioni, dei dubbi, degli equivoci, delle indecisioni, dell'indeterminatezza, totalmente, immobilitamente, ripieno della propria PERFEZIONE

Premonitions for the mystical rebirth of urbanism. Here is the vision of Twelve Ideal Cities, the supreme achievement of twenty thousand years of blood, sweat, and tears of humanity; the final haven of Man in possession of Truth, finally free from contradiction, from doubt, from equivocation, from indecision, definitely, totally, forever replete with his own perfection.

## Dodici Citta Ideali/ Twelve Ideal Cities

Superstudio/  
Piero Frassinelli



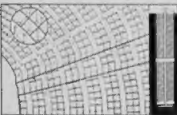
### First City 2,000-Ton City

Even and perfect, the city lies and green zones, sunny hills and wooded mountains, skin, tall shores of continuous buildings intersect in a rigorous, square mesh, one block apart. The buildings, or rather the single, uninterrupted building consists of cubic cells, 5 units each way. These cells are placed one on top of another in a single vertical stack, reaching a height of a third of a league above sea level, so that the relative height of the building rises in relation to the level of the ground on which it rises. Each cell has two external walls. Cell walls are of opaque material, porous to air, rigid, but light. The wall facing north (or if this is an internal wall, the wall facing west is capable of emitting 30 images, sounds and smells. Against the opposite wall is a steel capsule of mood-inducing personality to the human body, means of enclosing it completely incorporated in this and is an apparatus for satisfying all physiological needs. When not in use, this membrane and all apparatus within, and the wall reforms. The floor is a simulator, and can evoke all sensations of living things. The ceiling is a brain-impulse receiver.

In each cell of an individual whose brain impulses are continually transmitted to an electronic analog set at the top of the building, becomes a continuous semi-circular visit. The analyzer selects, compares and interprets the desires of each individual, programming the life of the entire environment by moment. All citizens are in a state of perfect equality.

Death no longer exists. Sometimes someone indulges in absurd thoughts of rebellion against the perfect and eternal granted to him. At first the analyzer ignores the crime, but if it is repeated, the man who has shown himself unworthy is rejected. The coloring panel descends with a force of two thousand tons until it reaches the floor.

At this point, in this marvelous economy, another life is initiated. The panel returns to its original height, and all the individuals living in cells within a distance of a quarter of a league from the empty cell become an avian or a group of spermatozoa, which are transported in channels created for this purpose in a rad tube to the now-empty seat. Here, an ovum is fertilized and the seed is transformed into a uterus, producing the new son of the city for nine months, until his happy dawn.



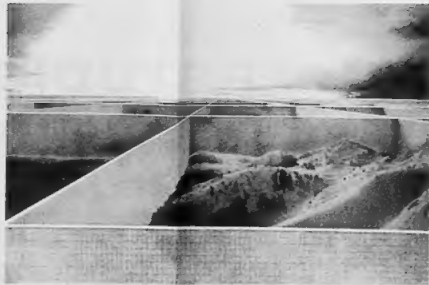
### Second City Temporal Cochlea-City

The city is an endless noise, 4.5 km. in diameter, completing one revolution a year.

Its lower extremity, facing the centre of the earth, consists of an ascending apparatus (a kind of turbine, with blades that, in revolving, crushes rock, forcing all matter towards the centre of the cylinder and through a duct up to the ground. Above the turbine is the production apparatus, an atomic power centre set to beat 110,000 years and the automatic plant and electronic computers that control the city.

The upper extremity grows gradually, remaining constantly at the level of the ground above. Growth is realized through the continuous construction of new sections of city by means of an automatic building site: placed like a bridge between the centre and the perimeter. On this site, rock carves from the excavations at the bottom is used as building material.

This city is composed of living cells arranged in a double



Superstudio, First City, 2,000-Ton City, 1971

row of concentric circles. Between the two contiguous circles of cells runs a roadway. Each cell has a single entrance, a door giving on to the circular roadway. The other three walls looking onto other cells are totally opaque and soundproof. The floor of the cells is soft, all apparatus required for the satisfaction of individual living needs are hidden in the ceiling and are tele-controlled. The entire city is climatized at a constant 25°C with 60% humidity. Each cell is constantly lit to an intensity of 150 lux; the roads are illuminated to an intensity of 500 lux; the light controls all the wavelengths of the visible spectrum; that of the roads also contains small quantities of ultra-violet light.

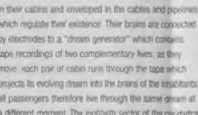
The cells have no system for closing or screening. Inhabitants live one to a cell, and possess no clothes or other objects because the city provides for their every need. They are absolutely free to act and organize their lives, both as individuals and as a community, to be alone, to gather in groups, to create laws or regulations; the only restriction is that they cannot go outside the city, because the upper ends of the circular roads are closed by the automatic building site.

Each cell contains an "automatic obstetrician" which, applied to the abdomen of the future mother, extracts the foetus painlessly. The baby is transported by pipeline to a cell in the newly-built section, where it is fed and looked after automatically. Only in this phase is the door of the cell sealed by a steel panel. For four years the child remains in his cell, during which time he learns the ethics and working of his city. Thereafter the metal door slides away and disappears forever into the wall.

Materials used for building the city remain unaltered for a century, without maintenance; then they begin to degenerate, this is also due to the equipment and machinery. Naturally, tool-bearing structures and the general equipment of the city are an exception.

The inhabitants spend a lot of time in the roads near their cells, often, in groups or alone, they climb the spiral ramps until they reach the children's zone and beyond, into the last four deserted and silent areas, where the newborn babies live.

Often, placing their hands and ears against the warm, vibrating metallic walls of the building-site, they try to penetrate the mystery of the outside world. But it is rare for someone to go down the road beyond the zone of welcome and up, into the corridor of decay and production of old age and men, and yet further into the uncertain light and the heat, into the spirals spiraling with debris and dust. Sometimes, until they reach the dark, subterranean and vibrant zones spiralling towards indefinite depths.



### Fourth City SpaceShip City

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Thus, generation after generation, the spaceship proceeds towards its goal, with its load of sleepers with happy dreams, until it reaches the New Land where the awakened ones will found a new Babylon and a new Jerusalem, a new Athens and a new Rome, a new Moscow and a new New York — and also a new Berlin, a new Saigon and a new Cape Town.

And they will be happy



### Fifth City City of the Hemispheres

The city is a dazzling shell of crystal and steel and green hills. On hovering it, over realises that it is made up of the cities of 10,000,000 crystalline spheres, 180 cm. long, 61 cm. wide and 61 cm. deep. The walls surrounding the hemisphere are transparent; the bottom however is as shiny white. Inside each hemisphere lies an immense individual, eyes closed, breathing conditioned air and fed by a bloodstream — in fact, the blood system is connected to a purifying and regenerative apparatus which, through toxin elimination and doses of hormones, prevents ageing.

A series of electrodes applied to the crown control an external sensory apparatus, of hemispherical form, diameter 30.5 cm. This hemisphere of silver metal is capable of moving and remaining immobile in the air and on the ground thanks to a propulsion system which emits no gas and no noise, and has an unlimited life. One might now that the hundreds of thousands of hemispheres, that continuously crowd the air and are suspended over the city or its surroundings are moved by telekinesis.

The flat surface of the hemisphere contains its sensory organs: sight, hearing, taste, smell, touch. The sensations which these persons are transmitted directly to the crown of the individual communicating the hemisphere.

At times one can see hemispheres placed on the atmosphere of the crown, exactly over the head; this is the position known as "profound meditation". At other times, especially on sunny days, many hemispheres can be seen united in couples; this is the position of "solitude love"; these spiritual unions naturally do not have the power to create life, but this is unnecessary in a place where death does not exist.



### Sixth City Barnum Jr.'s Magnificent and Fabulous City

The city lies beneath an enormous red and blue striped circus tent.

The tent, suspended by the traction between the semaphores and the thousands of cables anchoring its perimeter to the earth, has a diameter of 2 miles, 205 yards; at its centre stands an enormous cylinder with a diameter 1 mile and a height 100 yards, made of steel metal nailed and painted silver; this cylinder lies on its side and is supported by a series of pillars. At the same moment, on the opposite side of the ring, at sector no. 40, above the outer extreme of the double conical as attached, the dream stimulates the sexual activity of a couple; two oviducts are fertilized by two spermatozoa under controls that permit, no possibility of error, inside the two empty cavities, two "mechanical uteruses" required to receive the two fertilized oviducts, the machine one above, the feminine one beneath. Nine months later the ultimate withdrawal, leaving the foetus that in developing have already incorporated the terminals of the vital cables and conduits.

At the centre of the city is a cavity with a length, width and height 33 ft. 3 in. Its floor is at the same ground



Superstudio, Third City, New York of Brains, 1971

every minute of your visit, but may not, in any case be less than \$300 if you haven't got it, you can get a loan at the bank next to the local office or safely handing over your driving license and the papers of your car. This loan will cost you 1% of the total. At this point, you receive the "key to the city"; this is an electronic punch-card which contains all information on you and your visit, you are then transferred along with other visitors towards the computer, and after arriving at a "choice point", you insert your "key" in a slot, then you see the red light in front of you change to green, and can explain to the "brain" who you would like to be. If you want a famous person, living or dead, you just mention the name. We hope your "dream" is on the list of 10,000 famous people available; otherwise, you must make another choice (on the screen in front of you, you will see the photograph of the person chosen if available, the word "Advent" if it isn't on the list, and the word "happened" if it is in use at the time. (Our organization isn't a medical hall, so, don't ask for historical characters, but the list only includes persons still living in 1975). For a visit as a famous person, the charge is \$1 a minute. On the other hand you are reassured and prefer an ordinary person: just tell the "brain" what kind of person and the picture will immediately appear on the screen. Having made your choice, wait for the sound of the bell and withdraw your "key", which, now bears embossed the face of your person you have chosen. Then proceed to the cable zone and find one that is free, insert your "key" in the board you find there. Within 30 seconds, the rail above you will bring a space suit type of garment which will remain hanging, attached to the rails by cables running from the pits and the helmet. When you are ready, push the green button at chest height on the space-suit. The floor you are standing on will disappear through a diaphragm system and you will find yourself on a circular plate with a diameter 2 yds. 1 ft. 5 in. This plate is covered with a layer of small steel balls which allow you any movement of the legs, move the spots if you know how. When you are observing these marvels, a pleasant cinema rises from the rogers of the walls, showing when it reaches a height equal to the diameter of the plate. At this point it is better to close your eyes for a few seconds to avoid dizziness. When you open them, you are in the city. Remember that you now on every movement of your body is transmitted by the rail which is an extremely mobile and which is able to adjust within the city according to your impulses. The sensations of vision, smell, hearing and touch and taste perceived by its electronic detectors will be faithfully transmitted directly to your nervous centres.

Remember you can do whatever you want, but any damage to the city or its inhabitants will be debited to your account; also remember that your "character" has a small quantity of practical knowledge that can be of use to you during your "journey". He knows which is his car, his house, his wife or girl-friend, he can find his way in the city streets, etc. In the right-hand pocket of your jacket, or in your handbag if you are a woman, you have a limited pistol if you have chosen to be a detective or a killer, you know very well that your pistol is under your left armpit, you can use it any time, but remember that every assassination will cost you regular charges, which are sometimes very heavy (a bit of work in your ear: if you don't want to spend too much, aim low, a great ball's eye between the eyes or in the forehead is satisfying, but ruins all the sensory detector mechanisms and this can cost you about \$1000. A good hole in the stomach, with a bit of luck, will cost you only \$5000. Watch out! during your journey, naturally, you can be attacked, run over, the victim of attempted rape (even if you are dressed as a bright young man), you have the pistol for defence, but don't forget that killing is far more difficult than it appears; you must be able to hit the vital organs, or you can't afford it, be resigned to getting damaged, or if you can't afford it, be resigned to getting killed or "serviced". In any case, you won't feel any pain, this is the only type of sensation you don't provide for in your normal characters. There are, however, 50,000 special characters with sensitivity to pain for those who like "special effects". Remember though that from the time you are mortally wounded, you lose control of the movements of your person. The automatic death simulator takes over, differently programmed according to the type of wound received. This is naturally intended to increase the enjoyment of the person; your percentage was unlikely enough to displace it, at this point, your journey isn't over, you won't get back control of your movements, but you can watch a great

run to the hospital in the ambulance with its siren wailing, then all the medical and legal formalities taking place around you just like in real life, and then at last you will be shut into a luxurious 1st-class coffin with padding and dove music. The moment the coffin lid closes your journey comes to an end, irrespective of the time paid for the coffin does not in fact go on to a quiet grave cemetery, but directly to the Character Restoration Lab.

This explanation of cases of violent death is lengthy, because there are the cause of most of the complaints and unpleasant arguments with our clients. These are the rules of the game, and anyone who decides to buy a ticket automatically accepts them. Naturally, we wish you ever wanted to make love to Brigitte Bardot? To sleep Sophia Loren, naked? To have Omar Sharif at all yours? You can easily do it — all of these and many other famous people are wandering around the city. Seek them out, look them in the middle of the road, no-one will recognize you. Don't worry about the police, they're thinking about having some fun just like you are, and if anyone wants to be a model, remember, you've got your pistol with you. But at the same time, don't waste any time, head, high over the Barnum Jr.'s city, buy a ticket and enter the forest and most amazing city in the world, you'll have fantastic experiences and you'll be able to fulfil every wish.



### Eighth City Concinnuous Conveyor Belt City

The city moves, unrolling like a majestic serpent, over new lands, taking its 8 million inhabitants on a ride through valleys and hills, from the mountains to the seashore, generation after generation.

The head of the city is the Grand Factory, four miles wide, like the city is continuously produced on a roller, the Grand Factory produces 100 sets of new residents every month, taking its 8 million inhabitants on a ride through valleys and hills, from the mountains to the seashore, generation after generation.

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